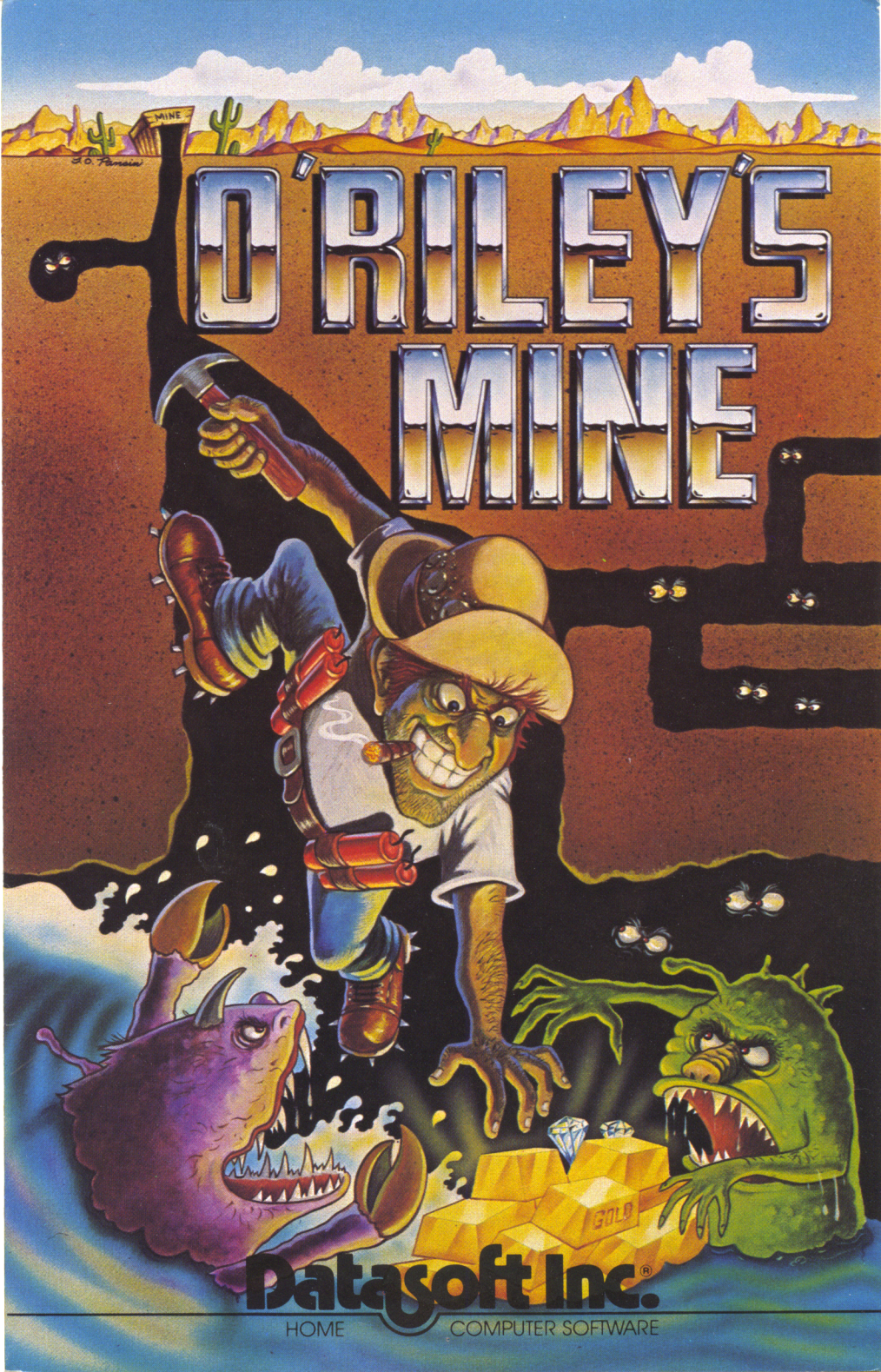
MINE
L.O. Ramsier
O'RILEY'S
MINE
GOLD
Datasoft Inc.®
HOME COMPUTER SOFTWARE

O'RILEY'

REQUIREMENTS

- ATARI 400/800/1200XL Computer (16K)
- Disk drive (ATARI 810 or compatible) or ATARI 410 Program Recorder
- TV set or video monitor
- Joystick (optional)

GETTING STARTED

CASSETTE LOADING: Turn off your computer and remove all cartridges. Turn on your TV or video monitor. Insert the O'RILEY cassette into your tape player and press PLAY. (Note: rewind tape if previously played.) Hold down the START key on your computer while you turn it on. When you hear the "buzzer," press RETURN. The tape will now load and run automatically.

DISKETTE LOADING: Turn off your computer and remove all cartridges. Turn on the power to your TV or video monitor and disk drive #1. Wait for the red "drive busy" light to turn off. Insert the O'RILEY diskette with the label side facing up, and close the disk drive door. Now turn on the computer. The program will load and run automatically.

GAME CONTROLS

JOYSTICK: Push the joystick forward to move O'Riley up, and toward you to move him down. Push the joystick to the left or right for the corresponding directions. Press the red fire button to set a dynamite charge.

To write your initials on the HIGH SCORE screen, push the joystick up to move forward and push it down to move backwards through the alphabet. Press the fire button when you reach the letter you want.

KEYBOARD: Press any of the four arrow keys to move O'Riley in the desired direction. Press the SHIFT key to set a dynamite charge.

To write your initials on the HIGH SCORE screen, press the UP ARROW key to move forward and the DOWN ARROW key to move backwards through the alphabet. Press the SHIFT key when you reach the letter you want.

SPECIAL KEYS

- **OPTION:** select one- or two-player game
- **SELECT:** level of play—you can select among levels up to two higher than the one currently at
- **ESC:** pause game, any key to continue
- **START** (or joystick button): begin game
- **SYSTEM RESET:** return to title page

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'S MINE™

STRATEGY

As O'RILEY, the fearless miner, you must travel swiftly through your mine to capture all the buried treasures and return safely home again at the top of the mine shaft. You must avoid being drowned by the onrushing water and being eaten by the river monsters. You may set dynamite charges behind you to block the monsters' pathway, but remember that the debris can be washed away by the water. (You have five to nine sticks of dynamite at easy levels and two to five sticks at more difficult levels.) Time the explosions so that a monster is completely destroyed and you will score extra points. At lower levels of difficulty, from one to three monsters will appear in the mine. At higher levels, three monsters will appear.

There is no time limit while playing O'RILEY'S MINE™, but beware: The speed of the water changes with the level of play. In addition, when the moon rises the monsters move faster through the mine shaft and one treasure is transformed into a deadly skull and crossbones!

Remember, the water will always rise to the highest level you dig in the mine. You will not be able to dig beyond the "fault" line on either side of the mine.

POINTS

OIL	small $1,500, large $5,000
GOLD BARS	small $2,000, large $7,500
RUBIES	small $2,500, large $8,000
DIAMONDS	small $4,000, large $9,000
COAL	$1,000
URANIUM	$1,000, $2,500, $5,000, $6,000, $7,500 (random)

Some treasures appear only at higher levels. At every four levels you will receive two or three times the standard dollar value for each treasure.

SPECIAL BONUS

For destroying a monster you score $10,000. At $100,000 you receive one extra man. After each additional $250,000 you also receive an extra man up to a total of four men.

At the completion of each level you receive $1,000 for each stick of dynamite you have left. In double- and triple-dollar levels you receive $2,000 and $3,000 respectively for each stick of dynamite you have left.

CREDITS

Game Programing by Mark Riley
Documentation by Jean Stedman

O'RILEY'S MINE™

Grab your shovel and start digging for hidden riches to make your fortune in the deep mine shafts of the California gold country. As you search for the gold, rubies, diamonds, coal, and oil buried deep in the earth, beware of concealed danger that's close on your heels.

A gushing underground river and hungry river monsters threaten your dig at every turn! Anticipating the dangers, you've entered the mine prepared with a threat of your own—dynamite! Plant the dynamite carefully so that its debris will block the monsters' pathway as they chase you. You have a limited number of sticks, so correct timing is essential. And don't reverse your direction too soon or the dynamite will destroy you!

As you progress to higher levels of play the speed of the water and the number of monsters increases. And always beware—as the moon rises the monsters become even more dangerous!

Datasoft Inc.®
HOME COMPUTER SOFTWARE

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